

CLAIMS

What is claimed is:

1. A method of playing a game of chance, comprising:
selecting at least one winning number having an award associated therewith;
providing an opportunity for each of a plurality of players to request at least one number from a series of numbers including the at least one winning number;
issuing at least one number to each requesting player of the plurality in substantially in an order of request time, each of the at least one number issued being different from any other number issued; and
making the award to the player of the plurality issued a number from the series of numbers which matches the at least one winning number.

2. The method of claim 1, further comprising selecting the series of numbers, wherein each number differs by a fixed value from a next preceding issued number in the series.

3. The method of claim 2, wherein each number differs from the next preceding issued number in the series by a fixed value of one.

4. The method of claim 1, wherein each issued number is greater than the next preceding issued number.

5. The method of claim 1, wherein each issued number is lesser than the next preceding issued number.

6. The method of claim 1, further comprising enabling each player to wager a monetary sum to initiate the request for the at least one number.

7. The method of claim 6, further comprising enabling each player to wager different monetary sums to initiate the request for the at least one number.

8. The method of claim 6, further comprising enabling each player to wager a multiple of a unit monetary sum and request a plurality of numbers from the series.

9. The method of claim 8, further comprising enabling each player to request a plurality of consecutive numbers from the series responsive to the wager of the multiple of the unit monetary sum.

10. The method of claim 8, further comprising enabling each player to request a plurality of non-consecutive numbers from the series responsive to the wager of the multiple of the unit monetary sum.

11. The method of claim 10, wherein the non-consecutive numbers comprise numbers randomly selected from the series.

12. The method of claim 1, wherein the at least one winning number comprises a plurality of winning numbers, and further comprising selecting winning numbers of the plurality to occur at intervals in the series.

13. The method of claim 12, further comprising associating an award of equal value with each of the winning numbers of the plurality.

14. The method of claim 12, further comprising associating awards of differing value with at least some of the winning numbers of the plurality.

15. The method of claim 14, further comprising selecting magnitudes of the awards of differing value according to a multi-tiered scheme, wherein winning numbers of a category occurring in the series more frequently have awards of lesser value associated therewith.

16. The method of claim 15, further comprising selecting the magnitudes of the awards of differing values in relation to a frequency of occurrence in the series of the winning numbers of a respective category.

17. The method of claim 16, further comprising selecting an award magnitude greater than any other award magnitude associated with a winning number for a winning number occurring only once in the series.

18. The method of claim 12, further comprising selecting the intervals to be regular intervals.

19. The method of claim 1, further comprising administering the game of chance over a distributed network comprising a plurality of game terminals, each game terminal having a communication link associable therewith.

20. The method of claim 19, further comprising enabling each player to play the game via personal access to a game terminal.

21. The method of claim 19, further comprising enabling each player to play the game at a game terminal accessed by another person on the player's behalf.

22. The method of claim 19, wherein the order request time is determined as the time of placement of a request for a number at a game terminal.

23. The method of claim 19, further comprising a remote central controller accessible by each game terminal via the communication link associable therewith, and further comprising making requests for numbers at game terminals of the plurality, transmitting the made requests for numbers from game terminals of the plurality to the central controller and issuing numbers from the central controller responsive to the requests received thereat.

24. The method of claim 23, wherein the order request time is determined as the time of placement of a request for a number at a game terminal.

25. The method of claim 23, further comprising generating at a game terminal at which a request was made at least one tangible manifestation of the request time, the at least one issued number associated with the request time and the at least one winning number responsive to each made request transmitted by the game terminal at which that request was made.

26. A gaming system, comprising:

a plurality of game terminals; and

a central controller accessible by each of the game terminals via a communication link associated therewith;

wherein each game terminal includes:

a device for recording a player wager;

an actuator and circuitry enabled responsive to recordation of the player wager for making a request for at least one number of a series of number in association with the recorded player wager and a moment in time and transmitting the request to the central controller via the associated communication link; and

wherein the central controller includes circuitry for receiving requests for numbers via the communication links from game terminals of the plurality, comparing the received requests as to order of request time, issuing at least one number from a series of numbers responsive to each received request in an order based on the moments in time associated with the requests, comparing each issued number to at least one winning number in the series having a monetary award associated therewith and transmitting at least the at least one issued number via a communication link back to a game terminal from which the request was received, each at least one issued number differing from any other issued number.

27. The gaming system of claim 26, wherein each game terminal includes a device for generating a tangible manifestation of the wager, the request time associated with the wager, the at least one issued number and the at least one winning number responsive to receipt of a communication from the central controller including at least the at least one issued number.

28. The gaming system of claim 26, wherein each game terminal includes a data display associated therewith for display of information.

29. The gaming system of claim 26, wherein each game terminal is configured for acceptance of wagers and making requests for numbers directly from players.

30. The gaming system of claim 26, wherein each game terminal is configured for recordation of wagers accepted from the players by another person and making requests for numbers by the another person.

31. The gaming system of claim 26, wherein the central controller includes a logic circuit for generating numbers of the series.

32. The gaming system of claim 31, wherein the logic circuit is programmed to issue number from the series, each issued number differing from every other issued number.

33. The gaming system of claim 32, wherein the logic circuit is programmed to issue numbers from the series mutually differing by a fixed value.

34. The gaming system of claim 33, wherein the fixed value is one.

35. The gaming system of claim 26, wherein the central controller includes circuitry for compiling requests in the order of request time in order to effect the comparison thereof as to order of request time.

36. The gaming system of claim 26, wherein the central controller further includes a clock for determining the time order of request times received.

37. The gaming system of claim 36, wherein each game terminal includes a clock for associating each request made at the respective game terminal with the moment in time.

38. The gaming system of claim 37, further including circuitry of the central controller and circuitry of each of the game terminals for maintaining the clock of the central controller and the clocks of the game terminals in substantial synchronicity.

39. The gaming system of claim 38, wherein the circuitry of the central controller and the circuitry of the game terminals for maintaining the central controller and game terminal clocks in substantial synchronicity is responsive to communications between the central controller and each of the game terminals.

40. The gaming system of claim 38, wherein the request times employed in the comparing of the request times are times of requests at the game terminals.

41. The gaming system of claim 26, wherein the at least one winning number comprises a plurality of winning numbers and the central controller includes circuitry for associating monetary award amounts with the winning numbers.

42. The gaming system of claim 41, wherein the monetary award amounts include at least some differing award amounts.

43. The gaming system of claim 42, wherein the differing monetary award amounts are related to a relative frequency of occurrence of winning numbers associated therewith.

44. The gaming system of claim 26, further comprising circuitry at each game terminal configured for enabling each player to wager different monetary sums.

45. The gaming system of claim 44, further comprising circuitry at each game terminal configured for enabling each player to wager a multiple of a unit monetary sum and request a plurality of numbers from the series.

46. The gaming system of claim 45, wherein the plurality of numbers comprise consecutive numbers from the series.

47. The gaming system of claim 45, wherein the plurality of numbers comprise non-consecutive numbers from the series.

48. The gaming system of claim 47, wherein the non-consecutive numbers comprise numbers randomly selected from the series.

49. A method of playing a game of chance, comprising:
selecting at least one target time to occur in a future segment of the game of chance and having an award associated therewith;
providing an opportunity for each of a plurality of players to place at least one time entry in a range in time including the at least one target time, each time entry of the at least one time entry having a value of the actual time it is placed; and
making the award to the player of the plurality placing a time entry from the range of time which matches the at least one target time.

50. The method of claim 49, wherein a match is defined when a time entry is within a range of time values selected to encompass the at least one target time.

51. The method of claim 49, further comprising enabling each player of the plurality to make a wager to place the at least one time entry.

52. The method of claim 51, further comprising allocating a portion of each wager to an award pool, paying the portion of wagers accumulated as the award if a match of a time entry to the at least one target time occurs and, if no match occurs, continuing to accumulate wager portions to be added to the already-accumulated wager portions to pay as an award for a time entry matched to another target time later in time.

53. The method of claim 49, further comprising administering the game of chance over a distributed network comprising a plurality of game terminals, each game terminal having a communication link associable therewith.

54. The method of claim 53, further comprising enabling each player to play the game via personal access to a game terminal.

55. The method of claim 53, further comprising a remote central controller accessible by each game terminal via the communication link associable therewith, and further comprising placing time entries at game terminals of the plurality, transmitting the placed time entries from game terminals of the plurality to the central controller and comparing the placed time entries with the at least one target time at the central controller.

56. The method of claim 53, further comprising generating at a game terminal at which a time entry is placed at least one tangible manifestation of the request time, the at least one time entry and the at least one target time responsive to each time entry placed transmitted by the game terminal at which that time entry was placed.

57. A gaming system, comprising:
a plurality of game terminals; and
a central controller accessible by each of the game terminals via a communication link
associated therewith;
wherein each game terminal includes:
a device for recording a player wager;
an actuator and circuitry enabled responsive to recordation of the player wager for
placing a time entry in association with the recorded player wager and a moment
in time and transmitting the placed time entry to the central controller via the
associated communication link; and
wherein the central controller includes circuitry for receiving time entries via the
communication links from game terminals of the plurality and comparing the time entries
to at least one target time having a monetary award associated therewith.

58. The gaming system of claim 57, wherein each game terminal includes a device
for generating a tangible manifestation of the wager, the time entry associated with the wager
and the at least one target time.

59. The gaming system of claim 57, wherein each game terminal includes a data
display associated therewith for display of information.

60. The gaming system of claim 57, wherein each game terminal is configured for
acceptance of wagers and making requests for numbers directly from players.

61. The gaming system of claim 57, wherein each game terminal includes a clock for
associating each time entry placed at the respective game terminal with the moment in time such
time entry was placed.

62. The gaming system of claim 57, wherein the central controller includes a clock, and further including circuitry of the central controller and circuitry of each of the game terminals for maintaining a clock of the central controller and the clocks of the game terminals in substantial synchronicity.

63. The gaming system of claim 62, wherein the circuitry of the central controller and the circuitry of the game terminals for maintaining the central controller and game terminal clocks in substantial synchronicity is responsive to communications between the central controller and each of the game terminals.

64. The gaming system of claim 57, wherein the at least one target time comprises a plurality of target times and the central controller includes circuitry for associating monetary award amounts with the target times.

65. The gaming system of claim 64, wherein the monetary award amounts include at least some differing award amounts.

66. The gaming system of claim 65, wherein the differing monetary award amounts are related to a relative frequency of occurrence of target times associated therewith.

67. The gaming system of claim 57, further comprising circuitry at each game terminal configured for enabling each player to wager different monetary sums.

68. The gaming system of claim 67, further comprising circuitry at each game terminal configured for enabling each player to wager a multiple of a unit monetary sum and place a plurality of time entries.